



Adult Softball Program

Rules & Code of Conduct
Community Services Department
Rules as of January 1, 2010

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Community Service Department Softball Rules and Code of Conduct

Welcome to the winter 2010 season of Adult Softball in Maricopa! All games will be played at Pacana Park, located at 19000 North Porter Road. This packet is designed to explain the program, outline rules and ensure all teams compete on an even playing field.

The Community Services Department reserves the right to change or modify any rules and regulations whenever due cause warrants a change. If a change is made all team managers will be notified. If in-season changes occur, there will be an effective date attached to said change. In addition, the Community Services department reserves the right to add additional rules and regulations when they will benefit the program.

The information on the following pages is designed to streamline the registration process and provide you with as much information on our program as possible.

MEN'S AND CO-REC REGISTRATION DATES

All Adult Softball registrations are accepted on a "team registration" basis only from the coach or designated team representative. Individuals seeking to play softball who do not have a team will be placed on the Free Agent list. There is no guarantee that you will be placed on a team if you are on the Free Agent list.

Men's and Women's league information:

Starts:	Monday November 1, 2009
Ends:	Thursday December 31, 2009
Late Registration:	None

Co-Rec Information:

Starts:	Monday November 1, 2009
Ends:	Thursday December 31, 2009
Late Registration:	None

LEAGUE FEES

Men's, Women's and Co-Rec double header leagues will be \$425.00 per team. Registration fees must be paid at time of registration. You may pay your fees in cash, check, certified check or money order. The City of Maricopa currently does not accept credit cards at this time. We apologize for the inconvenience this may cause. Payments must be attached to the team registration and submitted in person at City Hall between the hours of 8:00 a.m. and 5:00 p.m. Monday through Friday.

LEAGUE PLAY

Field #1 is a 310-foot perimeter fenced field while Field #2 will not have a temporary fence set up only flag post. The following nights of play are available for your team to register in. Please note: Your team may only register in one league per division. All teams will be classified at the end of the season based on observation and league record. Our goal is to ensure competitive balance within the program.

<u>League</u>	<u>Night & Format</u>	<u>Field</u>	<u>Location</u>
Men's D January 4 th – February 22 nd	Monday doubleheaders	#1 & #2	Pacana Park
Men's C January 8 th – February 19 th	Friday doubleheaders	#1 & #2	Pacana Park
Women's January - February	Wednesday doubleheaders	#1 & #2	Pacana Park
Co-Ed January 17- March 14 th	Sunday doubleheaders	#1 & #2	Pacana Park

Season Length: The season will be eight (8) weeks long which includes a single elimination tournament at the end of the season. Please note: your tournament will follow at the end of the season and dates could change during the season due to weather, holidays or special events.

Game Times: Adult softball games will begin at 6:30pm for Friday night league and 6:45pm for Monday and Wednesday night leagues. Sunday games could start as early as 2:00pm based on the number of teams registered in the league. Games will be 55 minutes in length with games starting every hour (example: 7:45pm, 8:45pm and 9:45pm). Once schedules are created there are no changes in the game time unless games are cancelled due to weather or special events.

TEAM CLASSIFICATION:

The Community Service Department will use a letter classification system based on the overall skill level of every team and/or individual players.

C Leagues: Teams or individuals with above average skill levels exhibiting good defensive and offensive skills. League play will be at a good competitive level.

D Leagues: Teams that have average skill levels with emphasis on a recreational level of competition. Players are required to have knowledge of softball rules.

All teams will be classified at the end of the season. Team will be moved up and down (if necessary) to ensure competitive balance. The D division will be allowed to have four (4) C division players from Friday Night on their team. Rosters will be cross checked after the first week of the season. If a team is discovered to have used more than four (4) C division players in their D division, the first two games of the season will be declared forfeits regardless if the offending team won or lost. Subsequent violation of this rule will lead to permanent removal from the league and no refunds will be provided. Any team or players violating this rule will place their team under a week's suspension. New for 2009: **All players must possess a valid photo identification card such as a driver's license during tournament play.**

COACHES' MEETING

There will be a mandatory coaches meeting; all coaches or a representative is required to attend. Failure to attend the mandatory meeting will result in a forfeiture of your team's first regular schedule game of the doubleheader in week one (1) if you fail to inform the Softball Coordinator that you cannot attend the meeting.

**Wednesday December 30th
7:00pm**

INDIVIDUAL PLAYERS

Your best chance to get on a team is to attend the coach's organizational meeting on Wednesday December 30, 2009 at 7:00pm. A Free Agent List will be compiled from this meeting and sent to the coaches upon request. Coaches at the meeting interested in individual players will have a chance to talk to you in person. You may also contact us at 520-316-6965 or email monica.rubio@maricopa-az.gov to be placed on this list. Please provide us with your name, best contact number and playing position desired.

ALCOHOLIC BEVERAGES – FIRST AND FINAL WARNING

Beer and Wine is allowed at Pacana Park with a permit only. It is against the Park Rules and Regulations, however, for players to consume grain or distilled alcohol during the game. Beer and Wine is prohibited from the dugout area and parking lot and may only be consumed in the Lakeside Ramada or in the grassy area adjacent to the softball fields after the game. Any team found to be in violation will forfeit their first game and the team will be placed on probation for the remainder of the season. Future violations could lead to team removal from the program. Beer permits are now issued per season and require a fee of \$10.00 per month to be paid in advance and payments will not be received at the park, only at city hall. **No Glass Bottles allowed.**

NO SMOKING IS ALLOWED ANYWHERE AT THE PARK.

AWARDS

12 individual T-Shirts will be awarded to the top two teams in each league and end of the season tournament based on 8-team leagues. If a league plays with less than 8 teams, only the league champion and tournament champion will receive shirts. 12 individual T-shirts will be awarded to the first place team in each league and end of season tournament. The Community Service Department will not award more than 12 shirts to a team. If your team requires more shirts you can contact the approved shirt vendor for a supplemental order.

INSURANCE

The Community Service Department does not provide player insurance for this league. All players must sign the official waiver and play at their own risk. Players who fail to sign the waiver will not be allowed to play. No exceptions to this policy. By knowingly and willingly participating in any Community Service Department event or program you hereby release the City of Maricopa, its employees, agents, contractors and sponsors of any liability and claim against the City of Maricopa. By signing the official player roster and participating in game play, all players, teams and coaches acknowledge participation is done at their own risk.

POST-SEASON TOURNAMENT

A single elimination tournament for each league will follow the end of the regular season. All teams qualify for this tournament. Seeding for the post-season tournament will occur after regular season play based on standings. The games are 55-minute games and the championship game will be a 60 minute game and all run rules will be in effect. Players must play in at least eight (8) games of the regular season in order to play in the post season tournaments.

ROSTERS & ROSTER CHECKS

Rosters cannot exceed 20 players and must be submitted at time of registration. Rosters must be legible and all information filled in or they will not be accepted. Any player may be deleted from the roster, but only three (3) players may be added (up to maximum allowed) after the roster is turned in with the entry fee and must be added on before the first pitch of the first game of the second week of season play. Players must be at least 18 years of age to play in the Adult Sports League. The Field Supervisor and Sports Coordinator have the authority to reject a player addition, or eject a player from the league, if the player's ability is above that team's league classification.

If a player's ability is above the league classification, the Sports Coordinator will observe the player for a minimum of two games and will make a recommendation as to whether the player should be removed from the league. All rosters are frozen after the second week of the season. Managers are encouraged to fill all spots on their roster. **ANY PLAYER ADDITIONS CANNOT CHANGE THE TEAM'S CLASSIFICATION.** Rosters that fall below 10 players due to injuries, may submit a player modification form in order to be at 10 players. Note this is why the player roster was increased to 20 players.

Teams may request a roster check against the opposing team suspected of using non roster players at any time by the first completed inning of the game. The team manager, coach or a team representative (if either the team manager or coach is not available) may request a roster check. The process is as follows: The league supervisor and umpire shall be notified of the request. The league supervisor and umpire will be advised of the player(s) in question and the league supervisor will provide the roster to the umpire who will then check the roster to verify if the player(s) in question are on the roster. If a team is discovered using a non roster player(s), the player(s) will be ejected from the game and prohibited from playing the rest of the season. Teams who have players, who are not on the roster and participate in the end of season tournaments, will automatically disqualify their team from the tournament. All players must have valid id's when a roster check is requested.

UNIFORMS

Uniforms are mandatory but teams have until the 2nd week of the season to comply. All teams must wear uniforms with numbers. Uniform shirts must be the same color with the team name clearly identified on the front of the shirt. Teams may not wear different colored shirts with the same team name. Numbers must be commercially printed or stenciled - no “magic marker” or “taped on numbers.” This rule does not mean players have to wear matching shorts or pants. The 80/20 rule is in effect, which means it is required to have eight of the players on the field uniformed. Penalty if the uniform is out of compliance is the team in violation must honor three (3) runs to the opposing team, whether they will accept it or not. The league supervisor will enforce this rule and will communicate with the umpire to add the three runs to the scorecard. The final score will reflect the runs awarded.

ADULT SPORTS REFUND POLICY

1. The Community Services Department encourages all teams to schedule activities carefully to avoid conflicts.
2. Full refunds will not be granted under any circumstance except in the event of a canceled league or tournament by the Department, or if a team can be found to replace the team requesting the refund.
3. Team withdrawal that occurs up to two weeks prior to the start of the league or tournament will be subject to a \$75 administrative handling fee.
4. Team withdrawal that occurs from two weeks prior to the start of the league or tournament to the day before the league or tournament begins will be subject to a \$100 administrative handling fee.
5. No refunds will be issued after the league or tournament starts.
6. Request for refunds must be made in writing and filed with the Monica Rubio during regular business hours, 8 a.m. - 5 p.m., Monday - Friday.
7. Refunds will be sent by mail approximately three weeks after the request was submitted.

Community Service Department Softball League rules and regulations

RULES AND REGULATIONS:

The Community Services Department plays under modified ASA rules, which are defined below. These rules have been modified for the winter 2010 season based on research and player feedback.

GAME AND FORFEIT TIME

Time listed on the schedule is game time and forfeit time. A mandatory grace period, up to five minutes, will be included in all game times by the team having a full roster (8 players) to the team without a full roster (less than 8 players). The clock will start five minutes after the scheduled game time. Time begins when the Umpire or Field Supervisor tells the team to take the field. Any team that expects to forfeit a scheduled game is required to call the League Supervisor Amanda Ramirez at 480-650-8004.

The League Supervisor and Umpire keep the official time. The clock will start five minutes after the scheduled game time and the team with fewer than eight players has five minutes of the scheduled game time to get their 8 players on the field. If the eighth player is not there within the five minutes the game will be forfeited. Teams may play a scrimmage game during the allocated game time but no umpires will be provided.

Co-Rec Note: You may not start a game with 5 men and 3 women but you can start a game with 5 women and 3 men.

FORFEIT FEES

A forfeit fee will be imposed on a team's second forfeit. A multiphase approach will be assessed. For the first forfeit, a warning will be issued. Upon a team's second forfeit, the team will be required to pay a \$20 fine. The fine **MUST** be paid prior to their next game. Teams that do not pay or refuse to pay this fine, will forfeit their last recorded victory. The third forfeit will result in removal from the league and loss of priority registration status for future seasons. League supervisor at the game site cannot accept payment for any fees. All fees must be paid at City Hall. Please be prompt in paying the forfeit fee. City Hall is open Monday thru Friday 8:00am to 5:00pm. Located at 45145 West Madison Avenue. Directions: Turn west onto Hathaway off of Maricopa Road or State Route 347. Proceed west, turn left on Wilson and head south. The Parks and Recreation office is located on the north end of the modular building complex. Please call Monica Rubio at 520-316-6965 or 602-769-2803 with any further questions.

BLOOD RULE

A participant or umpire who is bleeding or has blood on his/her clothing shall be prohibited from further participation in the game. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked it must be changed.

EJECTION FEES

A fee of \$20.00 will be imposed on the team that the player was ejected from. The fee must be paid prior to the following weeks game(s) Failure to pay the ejection fee will lead to a forfeit of all future games until the fee is paid. If the ejection occurs in the last game of the season teams must pay the fee prior to the next registration period or they will not be able to register until the fee is paid. In addition, the ejected player will serve a minimum two game suspension depending on the severity of the action that led to the ejection. Suspensions can range from two games to a lifetime ban.

THE PLAYING FIELD

Field 2 at Pacana Park features a temporary fence in the outfield that stretches from foul line to foul line. There is a painted out of play line on both sides of the foul line. That line will be used as a basis for out of play or dead ball situations with the appropriate bases awarded.

Only one on-deck batter is permitted outside of the dugout at all times. All other players are to remain in the dugout. Umpires will issue warnings as needed and have the ability to eject players for failing to comply with this rule.

No pre-game batting practice is permitted on the infield portion of either Field 1 or Field 2.

NUMBER OF PLAYERS

A game may be played with a minimum of eight players. For Co-Rec softball, minimum of (8) players are needed to start a game, and at no time are there to be more men than women playing. If a team plays with only eight players, the ninth and tenth batting slots are not an automatic out. The ninth and tenth players are added to the end of the lineup as they arrive. Players arriving after the tenth player can be added to the line-up to the **12th** player. After the 12th player they will have to be substitutes. A team may not end the game with less than eight (8) players.

PLAYERS LEAVING THE LINEUP

If a team has a substitute he/she must play. If they have no substitute that position will be an out the first time that position comes to bat, then the line-up can be closed up with the remaining players in the line-up.

UNLIMITED BATTING

*No more than **12 players** at the start of the game may be placed in the batting order for unlimited batting.* If a player leaves the game for any reason and is not replaced, his/her position in the batting order then becomes an automatic out the first time that position comes up to bat. After that teams can close up the line-up with the other players left in the game. Changes with the defensive players may be made at any time; however, the batting order may not change. Example: An extra batter may sit on the bench one inning, play third base one inning, play outfield one inning, sit on the bench again, and then play first base. In Co-Rec softball, if there are more men than women on a team, the same two men can alternate batting with each other in the same batting position. You may bat as many women as you want in a row but men may never bat in consecutive order. **IMPORTANT: You cannot rotate male hitters in co-ed softball if you have an unequal amount of male and female players. This means that if you are rotating in a male due to a roster inequity issue, they must occupy a spot in the batting order. The batting order is locked in on the first pitch of the game.**

BALLS AND STRIKES

A mat and the home plate will be used to call strikes. All batters will start with a one and one count. All batters will have 'one foul to give,' meaning that if you hit a foul ball on the first pitch, your count becomes 1-2. If you hit another foul ball you have used up your foul ball to give. If you hit another foul ball you will be called out.

STRIKE ZONE

The Community Service Department utilizes home plate extension mats. A legally pitched ball that strikes any portion of the plate (including the black rubber edge) and the matt shall be deemed a strike.

LEADOFF RULE

Base runners will be allowed to leave the base upon the release of the ball from the pitcher's hand. **Base runners may not steal a base**, the lead off will allow teams to utilize hit and run strategies. By leading off, base runners will be subject to being picked off. For the purposes of player safety, a pick off attempt shall be deemed as a ***force play at the original base...*** This means the ball must beat the runner to the base and no tags are allowed. If the pick off throw is errant, the base runner must re-tag the original base before advancing to the next base and

can advance to as many bases as possible until a tag play occurs or the umpire calls time.

On any pitch called a ball (illegal pitches do not count) or a strike the ball shall remain alive and runners who were attempting to advance on a hit and run play or otherwise leave their base early are in jeopardy of being put out under the aforementioned ***force play*** rule. When a batter receives a walk the ball is alive and in play, unless the 4th ball is declared illegal. Base runners may not advance on an overthrow from the catcher to the pitcher.

COURTESY RUNNER

Two courtesy runners per inning are allowed. The runner must be a player not in the game (non-player runner) or who made the last out or who scored last. One option does not supersede the other and this shall be interpreted as an open running option for teams to use. In Co-Rec leagues, if a courtesy runner is due up to bat while he/she is on base, they can be replaced as a courtesy runner by the last person to score a run of the same gender as the courtesy runner.

EJECTED PLAYER PENALTY

Ejected player will serve an automatic two game suspension beginning with the next scheduled game. Any player, coach, or fan, which uses inappropriate language, may be ejected from a game.

Please refer to Code of Conduct rule IV.

Unsportsmanlike activity such as unnecessarily rough play or other unsportsmanlike activity may lead to ejection from a game.

Please refer to Code of Conduct rule III

If a player is ejected in the first game of a doubleheader, they may not play the rest of night/day and shall be suspended for one additional week. If the ejection occurs in the second game of the doubleheader, that player will be removed from said game and face a one week suspension. Any player, fan, or coach/manager who is ejected twice in one season will be ejected from the league for the next full season. Any ejected fan, player or coach manager must leave the park area immediately or the game will be forfeited. If a player is ejected in the first game of a doubleheader they must sit out the remainder of the game, the second game and the first game of the next scheduled game.

PHYSICAL ASSAULT

No individual shall at anytime lay a hand upon, shove, strike or threaten to strike an official or individual.

Please refer to Code of Conduct Rule I

OUTRAGEOUS CONDUCT

Any player, coach, or fan, who displays “*Outrageous Conduct*” (such out of control behavior is defined as, and includes: A verbal tirade and use of abusive language, gestures or threats towards other players, fans, officials, or City staff; physical contact with any other player, fan, official or City staff; throwing, kicking, or striking of objects in a threatening or dangerous manner), will be handled per the **Code of Conduct rules**.

This conduct includes harassing behavior such as following another player, fan, official, or City staff off the field or court, into the parking lot or off the premises, or any attempt to block the departure of other players, fans, officials, or City staff from their departure. Such conduct can lead to a full calendar year suspension or more and possible criminal prosecution.

Please understand this simple rule: if a game official or City Staff person is assaulted, either through verbal actions or physical actions, the offending person will be prosecuted to the fullest extent of the law possible. The Community Service Department will not tolerate such behavior. Suspensions will occur.

All teams, managers and players are subject to the Community Services Department Adult Sports Code of Conduct Policy.

GAME BALLS

The Community Service department plays with a ball compression rating of .375 pounds. New game balls will be provided for each game by the Community Service department and two back up balls per game night. All balls hit out of play must be retrieved by the team responsible for hitting the balls out of play. If there are no balls left, the game will halt until all balls provided by the Community Service department have been retrieved, and the game clock will continue to run. **THIS RULE WILL BE ENFORCED.**

GAME LENGTH

The Games will be 50 minutes in length. They can also consist of seven (7) innings, but no new inning may begin after 50 minutes.

HOME-RUN RULE

The batter is ruled out for any excess of the following allotted amounts:

C Leagues: Four (4) home runs per game. After four (4) home runs teams will play one-up.

D Leagues: Three (3) home runs per game. After three (3) home runs teams will play one-up.

What is one-up? If Team 1 has hit their total allotment of home runs in a game, they cannot hit their next home run until Team 2 has hit their allocated home runs. At that point, once both teams reach their allocation limit, teams may continue hitting home runs but neither team can be more than 1 homerun ahead of the other. The penalty for infractions of this rule will be an **OUT**.

***Please note: teams hitting home runs are responsible for retrieving all balls, if the ball is not retrieved by the end of their hitting inning, then the following inning an OUT will be applied.**

Field two home runs will be called by the umpire in which if the balls fly over the flag poles in place will be counted as a home run. If a ball rolls past the flag poles then this is considered a double in which the player will have to raise his/her hands to signal to the umpire.

PROTEST

Protests must be made at the time the play in question is committed. The coach must notify the field umpire before the next pitch. The umpire will then notify the opposing team and both scorekeepers as well as League Supervisor. The umpire will attempt to solve the problem in a reasonable amount of time. If not resolved then a protest is declared. Once the protest is declared, the umpire will mark on the score sheet the point in the game the protest occurred (inning, score, time on clock) and the game will continue. The clock does not stop during discussion. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Rule(s) interpretation will be the only consideration for protest. If the protest is not settled by the League Supervisor or umpire, submit a written protest to the Community Service Department Recreation Leader I no later than 5:00 p.m. of the next working day. Failure to meet this deadline and the protest marked on the official score sheet with the inning, score and time remaining on the clock by the coach will mean the protest will not be considered. The Recreation Leader I will review the protest and notify the manager when a decision has been made. Note: Once the umpire leaves the field and no protest is made, the game becomes final and binding

Questions on a player's eligibility, age, and identity can be brought to the attention of the umpire or League Supervisor by the manager at any time during the game. No more than three players may be questioned per game. Protest of a player's eligibility, as a result of playing under an assumed name or player not listed on an official roster, shall be resolved by immediate photo ID verification, i.e., driver's license, to be done by the field supervisor. If the player cannot provide ID, he is removed from the game and the game will continue. If a legal player does not have ID on him, he will have until 5:00 p.m. of the next working day to show his ID to the League Supervisor to be considered legal. If no ID is

produced by 5:00 p.m. the next working day, the player will be considered illegal. If the player is found to be illegal, the penalty will be the loss of the game.

MULTIPLE TEAMS

A player may play on two teams as long as it is in the same skill level, "division," but not the same night and league. Example, if a player plays in "C" Friday, he/she can play on another team such as: "C" Sunday division team but not another "C" Friday team. Any player who plays on more than one team during the regular season can only play on the team during the post season tournament within the same league. D Level players may play up in the C league. However, a maximum of four (4) C level players will be allowed on D league teams. If a player plays on more than one team during the post season tournament, it will be considered as an illegal player.

RE-ENTER

Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position. A starting pitcher who is withdrawn can return to the pitching position for the remainder of the game. A player other than a starting player may not again re-enter the game after once being withdrawn. The only exception to this rule is if a team player is seriously injured. Unlimited field substitutions are allowed in Co-Rec play.

RUN RULES

After the second complete inning if a team is ahead by 20 runs or more they are declared the winner. Other run rules: 20 after three innings, 15 after 4 innings, 10 after 5 innings. All run rules are enforced at the completion of an inning unless the home team is ahead by the above defined run differentials.

LINE UP PENALTY

All teams are required to submit a batting order to the game official. If a team fails to submit a lineup and the game begins, that team will be penalized three (3) runs. If the game proceeds and no line up is submitted the infracting team will be penalized ten (10) runs.

SCOREKEEPER

The umpire will keep the official score for each game, the umpire will verify with each coach after each inning the number of runs per inning and then the final score. If a coach does not agree with the score the umpire, both coaches and league supervisor shall review the scorebooks to rectify the error. The league supervisor will collect and keep the final/official score cards. All game scores submitted to the League Supervisor are considered final and not open to protest. It is each team's duty and obligation to verify the score at the end of each inning. All scores are considered final and binding.

TIED GAMES

After seven innings or if time has expired the International Tie Breaker rule will be in effect. Last out from previous inning starts at second base (courtesy runners allowed), next man/woman in the line-up comes to bat. Inning starts with two (2) outs and each batter will come up with a 1-and-1 count with no fouls to give. Only one extra inning will be played and then the game can end in a tie, unless this is the tournament championship game. **Note:** If the last official batter was out due to a vacant spot in the lineup (i.e. player ejection), then no courtesy runner will be put on second base for that team.

TIED STANDINGS

The season will consist of 14 games for both Men's and Co-Rec play. For each win a team gets, they will earn one (1) point, for every tie they get, they will earn 1/2 a point, and 0 points for a loss. If teams are tied during the regular season, final standings will be decided in the following manner:

- If two teams tie for a position in the standings whichever team defeated the other during the regular season will then receive the higher position in the standings.
- If three or more teams tie for the same position, then whichever team had the best record among the teams that were tied will then have the higher position in the standings.
- If all teams that are tied have identical win/loss records against each other, then a run differential formula from the head to head season games will be used.
- If teams are still tied after these two methods, then the teams that are tied will each get the league awards and be co-champions.

BATS

Only approved by A.S.A. will be legal to use in the City of Maricopa Adult Softball League in both Men's and Co-Rec. Divisions. Players can find out about approved bats by going to the A.S.A. web site at www.softball.org and go to "approved bats." If your bat appears on this list it will be legal to use unless otherwise noted. Please see the Non Approved Bat (with pictures) Appendix at the end of this booklet. Due to safety considerations, USSSA bats will not be allowed in league or end of season tournament play. No exceptions. Community Service staff, league supervisors and umpires reserve the right to inspect and temporarily confiscate bats at all times during sanctioned play.

BANNED BATS

If a player steps into the batters box with a banned bat, the batter will be out and be disqualified for the remainder of that game. If A.S.A. bans a bat after the season is underway, a player stepping into the batters box with that newly banned bat (for the first time only) will be given a warning and required to use another bat. If that player attempts to use that bat again, he will be out, and be disqualified for the remainder of that game. Due to safety considerations, USSSA bats will not be allowed in league or end of season tournament play. No exceptions. Community Service staff, league supervisors and umpires reserve the right to inspect and confiscate bats at all times during sanctioned play.

BASE ON BALLS - COED

Any walk to a male batter (intentional or not) will result in a two base award. The next batter, a female, must bat. EXCEPTION: With two outs, the female batter has the option to walk or bat up until the first pitch.

CO-REC LINE

For C and D divisions in the Co-Rec leagues, the outfield Co-Rec Line will determine the forward limits all outfielders can play when a female batter is batting. (Infielders must stay on the dirt infield exception – female infielders have the option where to play). **This line will be 175 feet and consist of small orange cones/discs OR painted lines.** After the ball is hit the outfielders may come forward of the line (Infielders may enter the grass outfield). The penalty for violating the Co-Rec. Line will have the effect of a walk. An umpire will declare a violation of the Co-Rec. Line after the play is over. If the batter is thrown out or strikes out, she will be awarded first base. All other runners will advance safely one base (if they were thrown or tagged out during the play in which the Co-Rec. Line was violated). If the female batter hits safely, she will be awarded an additional base after the play is over. All other runners will advance safely one base (if they were thrown or tagged out during the play in which the Co-Rec. Line was violated).

Contact Information

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